$3
RRP

| Number 59 | Circulation: 1200 | April 1991 |
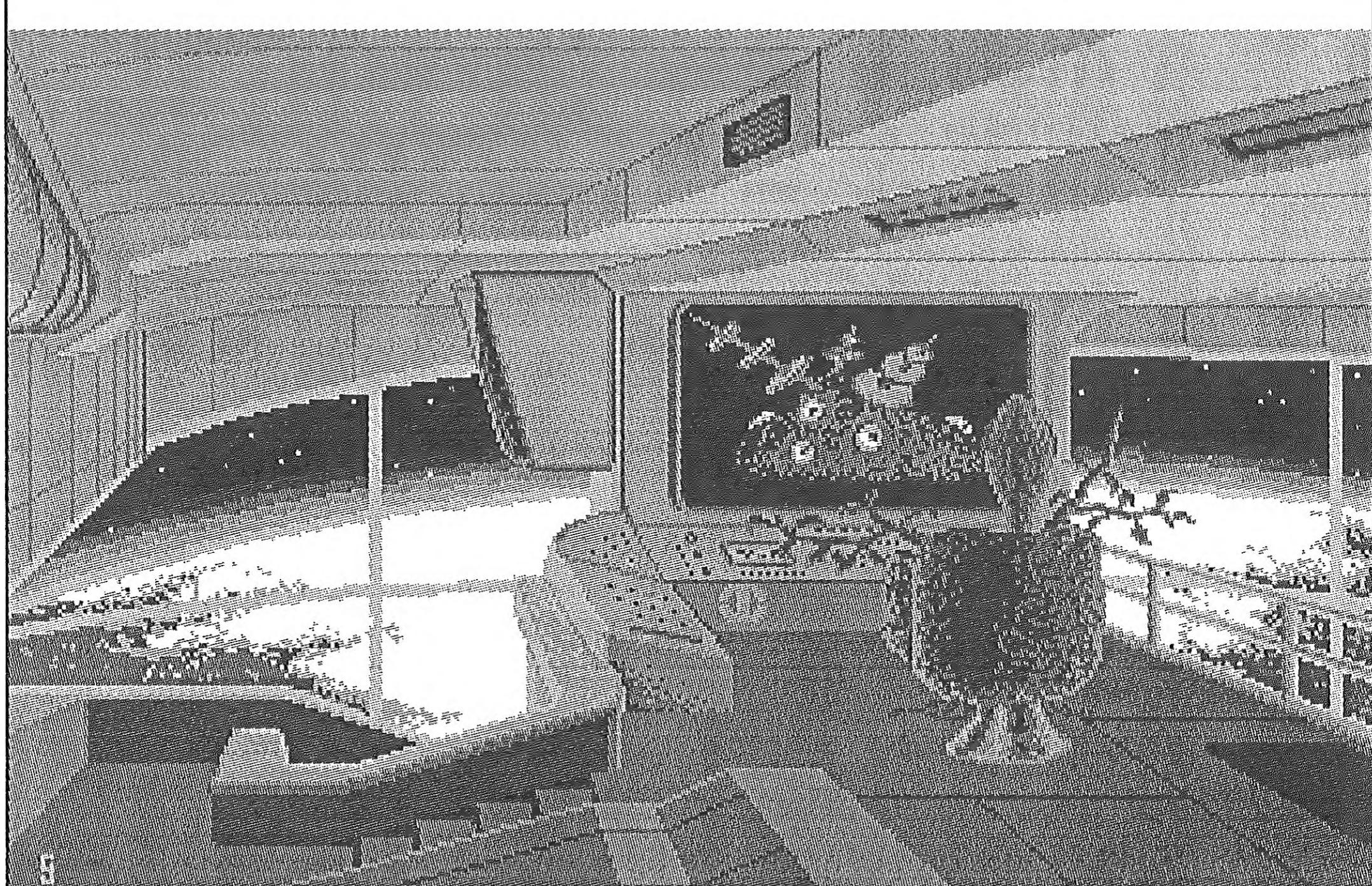
'Starflight' from DPaint Art Disk

Next AUG Meeting

Sunday, April 21st at 2pm

(Doors open at 1pm, meeting starts at 2pm sharp)

**AUG meetings are held at Victoria College Burwood Campus
Burwood Highway, Burwood - Melways map 61 reference B5.**

Amiga Users Group Inc GPO Box 684E Melbourne 3001 Victoria Australia

AMIGA Users Group Inc.

P.O. Box 684E, Melbourne 3001, Victoria, Australia.

Who Are WE?

The Amiga Users Group is a not-for-profit association of people interested in the Amiga computer and related topics. With over 1000 members, we are the largest independent association of Amiga users in Australia. We DO NOT condone software piracy. We can be reached via an answering machine at:

527 1995

Club Meetings

Club meetings are held at 2pm on the third Sunday of each month at Victoria College, Burwood Highway, Burwood. Details on how to get there are on the back cover of this newsletter. The dates of upcoming meetings are:

Sunday, April 21st at 2pm
Sunday, May 19th at 2pm
Sunday, June 16th at 2pm

Membership and Subscriptions

Membership of the Amiga Users Group is available for an annual fee of $25. To become a member of AUG, fill in the membership form in this issue (or a photocopy of it), and send it with a cheque or money order for $25 to: Amiga Users Group, PO Box 684E, Melbourne 3001.

Public Domain Software

Disks from our public domain library are available on quality 3.5" disks for $6 each including postage on AUG supplied disks, or $2 each on your own disks. The group currently holds over 300 volumes, mostly from the USA, with more on the way each month. Details of latest releases are printed in this newsletter, and a catalog disk is also available.

Member's Discounts

The Amiga Users Group negotiates discounts for its members on hardware, software and books. Currently, Technical Books in Swanston Street in the city offers AUG members a 10% discount on computer related books, as does McGills in Elizabeth Street. Kev's Computer Shops in Coburg and Prahran offer 10% off RR items. Master Systems of Bayswater offer good deals and MidiMouse offer 10% off all software.

Back Issues of Workbench

All back issues of Amiga Workbench are now available, for $2 each including postage. Note that there may be delays while issues are reprinted. Back issues are also available at meetings.

The Bulletin Boards

The Amiga Users Group operates two bulletin board systems devoted to the Amiga. The first is *Amiga Central* running on an Amiga 2000 running the Paragon software allowing multi-line conferencing facilities and the other system uses the MAXIMUS message and conferencing system - AmigaLink I, and is available 24 hours a day. Both can be accessed with a modem and appropriate communications software using any of the following speeds : 300 (V21), 1200 (v22), 1200/75 (v23) or 2400 baud (v22bis). Parameters should be set to 8 data bits, 1 stop bit and no parity.
Amiga Central: 376-3887, 376-7375, 376-6385
AmigaLink-I: 792-3918
Amiga Central and *AmigaLink-I* are part of a world-wide network of bulletin boards and we participate in national and international Amiga conferences. Both have selected Public Domain software available for downloading and we encourage the uploading of useful Public Domain programs for our users.

Production Credits

This month's newsletter was edited by Con Kolivas. Equipment and software used was: Amiga 500 with SIN500-2 memory board, Professional Page, Transcript, PIXmate, DigiView 4.0 , Apple Laserwriter NT and HP Laserjet

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Contributions

Articles, papers, letters, drawings, cartoons and comments are actively sought for publication in Amiga Workbench. All contributions submitted for the purpose of publication that are printed in the newsletter are rewarded on the basis of one free public domain disk copy per column or half page printed with a minimum of one free copy. Contributions may be sent in on disk, paper or uploaded to Amiga Link or Amiga Link II in the area set aside for this purpose. Please send your contributions in text-only, non-formatted if they are on file and remember to include your address for return of disks and tokens for PD disks. Absolute deadline for articles is 23 days before the meeting date. Contributions can be sent to: The Editor, AUG, PO box 684E, Melbourne 3001.

Newsletter Advertising

The Amiga Users Group accepts commercial advertising in Amiga Workbench subject to the availability of space at these rates:

Quarter page $20
Half page $40
Full page $70
Double page spread: $120

These rates are for full-size camera-ready copy or Professional Page format only. We have no photographic or typesetting facilities. See Page 16 for more details. Send the copy and your cheque to: **The Editor, AUG, PO Box 684E, Melbourne 3001, Victoria.**

CONTENTS

Product Reviews

HARD DISK
by C. Stinson

I recently purchased a Microbiotics Hardframe with a 42 Meg Quantum for my Amiga 2000. I imported this from a USA mail order company called Go Amigo from whom I have ordered in the past, and have always found to be reliable. The cost was $1030 Australian, and there was no duty payable. I had decided on that particular brand of drive after reading a test in Amiga World (July 1989) which rated it as the best drive available on the Amiga with a data transfer rate of up to 750K bytes per second. (Since then GVP have produced a drive with higher claimed performance). In the short time since it arrived, I have run various benchmark tests which confirm the results in Amiga World. I can recommed ths option to anyone considering harddrives.

WORD PROCESSOR
(a review of Pro Write 3.0)
by C. Stinson

In a recent Workbench, one of our members commented on the lack of decent word processors. After trying a number, he finally chose Scribble Platinum. This was largely because most of the others had serious flaws.

More recently (November 1990) Rudy Kohut reviewed ProWrite v3.1. Having also purchased that product, I agree with his comments and would like to add a few thoughts of my own.

Of the various word processors on the Amiga there are three which share a similar intuitive interface, and similar grahics processing abilities. These three are Excellence!, PenPal and Prowrite. I have had some experience with Excellence! and very little experience with PenPal and so within these limits I will attempt to make some comparisons between the three.

Firstly, Penpal appears to have more features than the other two, but is so memory hungry that although it is possible, it is not practical to run on a one meg machine. Thus for me it is a non starter.

Of the remaining two, Excellence! has more large document features, (eg. indexing, table of contents, foot notes).

Excellence! also seems to run slightly faster. However this is not really an issue as both it and Prowrite are fast enough for normal typing, but woefull when inserting text into an existing paragraph. This is because they both attempt to update the entire page for each letter inserted. A better solution would be to push those letters to the right of the insertion point off the edge of the page, and only update the page when a full line has been created. In either, going to the middle of an existing page and hitting enter ten times, ties the machine up for about 30 seconds while it attempts to update the screen. This is unacceptable. By comparison, Txed can do the same thing instantly.

Prowrite has more grahic ability and appears to have put a lot of thought into the printing of graphics.

Prowrite uses considerably less memory. I opened an interlace 4 colour screen in Excellence! and lost 534,000 bytes. I then opened a one page document and lost a further 48,000. A second copy of the same document required a further 90,000, which was about all I had left. I repeated the same test in Prowrite, except I used an interlaced 8 colour screen. Openeing Prowrite cost me 456,000 bytes. I then opened four copies of the same one page document for a cost of 17,000 bytes each.

Prowrite is also more robust, and slightly simpler to use. Excellence! has some options which can, if not used properly, cause strange things to happen to printout.

Prowrite's strong area however is it's printing. In addition to supplying screen fonts which match the printers fonts, it has the ability to mix graphics with the printer's own fonts. It also allows the mixing of more than one printer font in the same page.

To appreciate the sigificance of this, it is necesary to understand something about fonts. All these word prcessors have available a number of fonts in which they can display to the screen. To print however it must chose between the printers built-in fonts, or using the screen fonts. The draw back in using printer's fonts is that you are limited in the number of fonts available. My dot matrix Epson EX-800 has Pica (10 characters per inch), Elite (12 characters per inch) and condensed (17.5 character per inch). These can all be switched to double width and have a choice of 6 or 8 lines per inch. The advantages in using the printer's fonts is that they are much faster and can produce better quality print. In near letter quality, a printer font uses about 250 dots per inch. Screen fonts when dumped to the printer can't produce a resolution higher than 72 dots per inch, and even this is only achieved by using a fairly large (size 11 or 12) screen font. This ability to fully utilise printer fonts is essential if you ever intend to actually print your documents.

I think (but am not sure) that the latest Excellence! now can can mix graphics with printer fonts but still can't mix different printer fonts.

It is superiority in this area which leads me to believe

Prowrite is the more useful word processor, despite Excellence!'s edge in some areas.

While evaluating word processors, I came across an interesting problem. When I first tried Excellence with a Topaz 11 font, it got confused over foot notes. It would try to print the first lines of a footnote and the last line of the text body on the same line which caused quite a mess. Switching to a Diamond 12 font cured this. When I first looked at ProWrite (the old version 2) I started using a Diamond 12. This caused two problems;

- because the printer uses a smaller font and could fit more lines on a
page it would leave a blank line after every 12 lines.

- because diamond is a proportional font and printer fonts arn't,
lines with lots of narrow letters ("i" and "l") would overflow.   Switching to Topaz 11 fixed both of these.

I then went back to Excellence to see why it did not have the same problem. What I found was that Excellence allows for the narrow letters and will alter its line ending points before printing. Thus a four line paragraph in Excellence could become a five line paragraph on the printer. This overcomes the problem, but is not strictly WYSIWYG.

Hardware

Amiga Monitor Failure.

The standard Commodore monitor (Model 1081 or 1084) can develop an intermittent fault which becomes more apparent the older the monitor is. It will operate normally for a short while after switch-on then the screen goes completely blank. The faint glow in the back from the picture tube heater also goes out. In the early stages with this fault the picture may return by itself or will respond to a light tap on the side of the case. It then continues to operate for hours afterwards without any problems. This type of fault usually begins to give trouble in older monitors after several years of use. I have been told that this occurs with many different computer monitors (and TV sets) and is not particular to Amigas. Eventually the fault gets worse until all forms of physical maltreatment fail to restore the monitor to normal operation. Fortunately this fault can be fixed quite easily provided you are careful with a soldering iron and have access to some form of de-soldering equipment.

The fault is due to metal fatigue on specific solder joints under the main printed circuit board, in particular they are the connections to the horizontal deflection EHT transformer. These connections fail due to stress created by the high frequency vibrations (15KHz) set up within the transformer as it generates the high voltages necessary to operate the picture tube. It also generates the tube heater supply so that is why with this fault the familiar glow in the back of the monitor disappears.

WARNING: The following description is for information only, if YOU decide to try this you do so at your own risk. If you damage your monitor/self/cat I will in no way feel responsible. I have, however, fixed two monitors within the last month; my own 1081 and a friends 1084.

The first step to fixing the fault is to get at the solder joints in question. This is not difficult but some precautions should be taken. Switch off and unplug the 240 V power lead BEFORE removing the monitor cover, there are very dangerous voltages inside monitors. I suggest leaving the power disconnected for at least 15 minutes before removing the cover to allow hazardous potentials to discharge. Next, disconnect all other leads to your monitor and lay it face down on a soft surface (a towel will do) to avoid scratching the screen face. Remove the cover screws (4 on 1081, 5 on 1084) and gently lift off the cover, you will have to unplug the internal speaker lead to get the cover right out of the way. The largest circuit board is the one requiring work and can slide out toward the back of the monitor - upwards, assuming the monitor is still resting on the face of the screen. The board doesn't have to come all the way out, only about half way. One or two cables may have to be unplugged to achieve this. It can be held in position by a small screwdriver through one of the slots in the base of the unit.

The EHT transformer can be recognized by the coiled lead which runs from it to the side of the picture tube. It also has two bolts holding it to the circuit board and with my monitor has T402 printed on the board. There are eight soldered connections and if you examine these with a magnifying glass you may see fine cracking and separation between the lead where it protrudes through the solder joint. Simply re-soldering these joints is not the best cure, impurities and changes in the solder structure may create further problems in the future. Each joint should have the existing solder removed using a solder sucker (or soder-wick) and then be re-soldered. I used 60/40 resin cored non-corrosive solder and a 60Watt temperature controlled iron. Inspect the joints thoroughly then re-assemble the monitor BEFORE applying power to check operation. be careful with the cover screws, they only go into plastic so do not over tighten them.

I hope these details are of use and thanks to Max D. for his background information on ageing effects in monitors/TVs.
Lester McClure - March 1991.

News

68040

Post: 1118 of 1119
From: kholland@hydra.unm.edu (Kiernan Holland)
Newsgroups: comp.sys.amiga.hardware
Subject: Re: Bridgeboard questions...
Date: 6 Mar 91 03:21:41 GMT
Organization: University of New Mexico, Albuquerque
Lines: 21

Did anyone get the April edition of Amiga World? There is a write-up on the 68040!!! Yeah! It says that Supa will be selling the 68040 for the Amiga 3000 at 995 dollars. (SUPRA I MEAN, not Supa). The thing is faster than a 486 I am told, and Amiga World says that. They said the 68000 goes .35 MIPS, so ther 68040 is 50 times faster than the 68000. If this is all true, this means that a student like me can get mainframe speed for close 3000 dollars with the student deal. Actually it cost about 200 dollars more than that, but hey, it costs less than a NeXT color system. Ya, that is just what I have been waiting for.

DIE INTEL, DIE INTEL, CHOKE, CHOKE.
Tommorow lets hang IBM!! He is a pretty big dude, I know.

:-)
>:-)

Later

ST Emulator

Post: 183 of 191
From: ai065@cleveland.Freenet.Edu (Thomas Hill)
Newsgroups: comp.sys.amiga.emulations
Subject: BrainSTorm - An Atari ST Emulator Info!
Date: 17 Feb 91 17:33:08 GMT
Lines: 39
Approved: warren@pws.bull.com
Posted: Sun Feb 17 11:33:08 1991

As typed in from the Feb issue of Amiga World, page 109:

BrainSTorm

It had to happen and here it is! The MAST ATARI Emulator!

Make your Atari friends envious - now your Amiga emulates yet another computer, this time the Atari. Brain-

STorm is a software/hardware combination from MAST Germany that runs 98% of Atari software (approx.), including MIDI support. It even emulates the Atari keyboard click! All programs should run except the very small percentage that do direct DMA or program the MFP. It supports:

* 8mb Fast RAM, 2mb chip ram
* all ST resolutions including color
* full page monitor emulation with scrolling
* Amiga serial & parallel ports
* all Amiga drives (df0-df3) simultaneously
* two ST's a same time in one Amiga!
* almost ST speed, text is 120% faster, disk 108%
* hardware emulates the ST custom chips, has sockets for Atari ROMS, and does addr. translation
* Atari PD support on our BBS

Price is $99

Call MAST at (702) 359-0444

[END OF FILE]

Tom

Why purchase a MAC when an Amiga with the same CPU will run 99% of all MAC software..and FASTER at that?! The same can be said of the IBM and Atari computers, and I can run those in a window. IBM's greatest sales tool is ignorance on the consumer's part. Only the Amiga! DEVO Anyone?

Hints & Tips

Using B.A.D. with one disk drive
by Alexander McCooke

B.A.D.'s manual reports that it takes about half an hour to speed up a disk "in place" as opposed to speeding it up by copying from one disk to another which takes about two minutes. I have not checked this, not feeling the desire to wait half and hour to find out. There is however a quicker method of using B.A.D. if you have enough memory (more than a megabyte).

If you want the information to end up on the same disk, or have only one disk drive, particularly if you want to make some changes to the information first, then I have found that a better method is to set up an 880K RAD: recoverable RAM disk. The original disk can be DiskCopied from a floppy drive to RAD:, this must be done from CLI since Workbench (1.3) does not seem to like diskcopying to a RAM disk. Alterations may be made, and then B.A.D. used to transfer the data back to the same floppy. This may not of course be wise if this

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is the only copy of the disk you have since something could go wrong when using while B.A.D. is copying the data, leaving you with neither the original or a copy. (Although in most cases RAD: would hopefully survive.)

Games on Hard Disks
by Alexander McCooke

Some programs have hard drive installation utilities, but a lot do not. This article contains suggestions on installing software, particularly games. I start off by covering the basic procedure for copying files onto the hard disk, and then list some tips for making more difficult programs work. I have assumed knowledge of Amiga-DOS and CLI.

This article deals only with programs coming on standard AmigaDOS disks. It was written with an auto-booting drive in mind, but much of it would also apply to other drives. Most of my experience has been with PD games. You might think these would be easy to install, but there are some that expect to be run from a floppy. I have also installed a couple of commercial ones.

My aim in installing a program on the hard disk is to make it runable from a Workbench icon, often via an XIcon or IconX script. I use the CLI when working with data, but like to use Workbench as a menu for starting programs.

General Procedure

If the program does not come on a bootable disk it should be easy to install, simply copy all files to the hard disk. The following procedure is for those on a bootable disk with a standard boot block:

1. Make a directory on the hard disk where the program is to be stored, I'll call it "DHn:PrgDir" (It might really be called "DH3:Games/Arcade/PacMan").

2. Look in the l, devs and, libs directories for any extra files not on a standard Workbench. It is usually simplest to copy these to l: Libs: and Devs: on the hard disk.

3. If the disk has special commands in the C directory either:
- copy them into C: on the hard disk;
- copy them into another directory and use Path so this directory will be searched for commands;
- copy all commands into C into another directory and reassign C: prior to running the program; ie:
Copy DF0:C/#? "DHn:PrgDir/C"
Assign C: "DHn:PrgDir/C"

4. If there are special fonts in the Fonts directory either copy them into:
- (one of) the hard drive's fonts directories;
- "DHn:PrgDir/Fonts" and reassign Fonts: prior to running the program.

5. Copy all the other files into the directory allocated for the program (maintaining the full disk structure, ie: Copy df0:C/#? "DHn:PrgDir" ALL

6. If the program comes on more than one disk (the other non-bootable) copy the remaining disks into the same directory, or for if you prefer a different one. It will probably be necessary to:
. Assign DiskName1: "DHn:PrgDir"
. Assign DiskName2: "DHn:PrgDir" (or where the files are)

7. Make sure when testing the installation that you first remove the floppy disks and that they are no longer mounted; ie. there is not icon for the disk on the Workbench screen (you may need to CD RAM:).

Problems

In actually getting the program to work, one of the most important things is trial and error! Here are a list of things you may need to try:

* A requester appears saying "Please insert volume DiskName": the program is trying to find files on "DiskName:" so
Assign DiskName: "DHn:PrgDir"

* The program will not work with FAST RAM: use No-FastMem in the script to start the program, or use a utility such as PowerPacker to force loading into CHIP RAM (the latter will not work with all programs).

* The program tries to read DF0: ("No disk present in drive 0"):
- make it think it is still on df0:
. Assign df0: REMOVE   (requires 1.3)
. Assign df0: "DHn:PrgDir"
(Reboot to get the term df0: back)
- use a binary editor such as NewZAP to change all occurrences of DF0: in the programs executables to say "HD!:" and then
. Assign "HD!: "DHn:PrgDir"

* The program needs to be run from the initial CLI because:
- not enough RAM:
- incompatible with background utilities
My aim is to start the program from an icon yet it must be started from the Startup-Sequence. The solution is to set things up and then call one the many PD utilities to reboot the system.

1. Use an XIcon/IconX script to set up a small recoverable RAM disk (RAD:), copy a few files to it and then reboots the system using one of the reboot utilities. These files should be on RAD:
. s/Startup-Sequence
. devs/Ramdrive.device (I think)
. libs/arp.library (if using ARP)

RAD:s/Startup-Sequence goes something like this:
. DH0:c/Assign C: DH0:C
. Assign Libs: DH0:Libs
. Assign Devs: DH0:Devs
. Assign l: DH0:l
. Assign Fonts: DHn:PrgDir/Fonts
. CD DHn:PrgDir
. RunPrg

2. Edit the hard disk's Startup-Sequence to begin with the following lines:
. SetPatch >NIL: r   ; r for one meg. CHIP RAM

. If EXISTS S:Start-This
.   Copy S:Start-This RAM: ; remove Start-This so it will not
.   Delete S:Start-This   ; exist upon the next reboot
.   Execute RAM:Start-This
.   Reboot   ; should never be executed
. EndIf

... Rest of sequence

The Startup-Sequence will be executed normally unless there is a file called Start-This which will be executed instead.

Set up an XIcon/IconX program to copy a file to S:Start-This and reboot the system. Start-This contains the commands needed to start the program.

* Key disk protected: Even if a game is copy protected it sometime may still be copied to a hard disk, but the original may have to be inserted during loading.

* I have found a few of the games that Forbid multitasking, do so while the hard drive is still in use, forcing a disk validate upon reboot. To avoid this a script may be used to copy the program to RAM: before running.

* If a program has a custom boot block but is otherwise a normal AmigaDOS disk, try to establish if the boot block simply disables FAST RAM or changes the computer into NTSC or PAL mode. If so the program may work if NoFastMem or SetPAL/NTSC is used.

* If all else fails you could try to mount a RAD: recoverable RAM disk and use a script to copy the files from the hard disk to RAD: and then reboot from RAD:. This assumes you have plenty of memory.

* Users with the Super-Agnus (1 meg.) chip may like to run some programs in NTSC mode. There are also a few programs that will not work in PAL.
- for most programs: use the PD utility SetNTSC to change to NTSC mode prior to running
- for those that have "sliding screens" or overscan: (after using SetNTSC, sliding down a screen causes garbage to appear at the top of the screen behind, or above the screen being slid down) reboot the system as explained above using the utility Reboot.NTSC (on BBSs in an archive called Kill2090.LZH; this archive also includes a program to disable autobooting hard drives and autoconfig. RAM boards until the next reboot).

Music & Sound

MUSIC NEWS.

Roland Corporation renowned manufacturers of quality instruments and musically useful items are bringing out the DM80 - a four track hard disk recorder which will give you about 18 minutes of recording at 44.1kHz (CD standard) with it's default 100Mb internal memory.

This unit will include a SCSI interface which will give

you access to external storage enabling longer recording sessions (up to 54 minutes with 300Mb).

Designed with two parts the DM80 has a hard disk and a separate remote controller. There is also an optional hardware add-on in the form of a four-track expansion kit which will double the number of tracks.

Features of the DM80 include SMPTE, MTC (MIDI Time Code), an internal clock, four analog inputs and two stereo digital inputs (AES/EBU standard).

There is a 24-bit digital mixer with a two-stage EQ, pan and level control for each track. Mixes can be sent or received over MIDI to a sequencer.

Sampling rate selections included are 32kHz, 44.1kHz and 48kHz. Signal processing is 24-bit with 16-bit A/D and 18-bit D/A conversion.

Price: Unknown as yet. Probably 5 figures.

Question: Does anyone sell/import a similar system in Australia? I thought there was an American brand doing something along these lines but using the Amiga with a hard disk.

Letters to the Editor

ESOTERICA

Commodore recently announced the sale of it's two million Amiga. .info magazine (US) has estimated the following -

If Amiga owners spent a conservative $1000 apiece for their machines, then Commodore and its dealers have raked in two billion dollars before counting peripherals, software etc..

Two million Amigas represents one Amiga for every 2500 people in the world!

Laid end to end the machines would stretch for over 800 kilometres. Stacked up, they would form a solid 10-story tall pyramid with a base area larger than the Richmond Football Ground.

They would weigh about 10,000 tons (or in current vogue - more than forty fully loaded b-52 bombers).

You'd need over 200 megawatts of electrical power to run them all, plus power for the monitors and associated peripherals.

If you bundled all their printer cables into one single ca-

ble, it would be approx 10 metres thick (but still only 6 feet long!).

Two million Amigas contain 2000 gigabytes of RAM, a total computing power equivalent to 8000 Cray-2 supercomputers.

If you stacked all the monitors, it would form a display about 450 metres wide and 300 metres high, which is bigger than forty cricket ovals...

...you get the picture. WE ARE NOT ALONE!!

ROB PEMBERTON

AUGADS

For Sale

65 Meg Hard Disk For Amiga 2000...............$850 "SPIRIT" Slot Machine (ST-506) with Miniscribe 3675 RLL Hard Disk.

Mini Migit Racer 68020 Accelerator.........$450 Suit 500/2000 and has room for 68881/2.

If interested Please Call "GARY GAJIC" on 376-4378 AH.

Notices:

A Video producer by the name of Joe Espejo wishes to get in touch with as many people interested in graphic animation as possible. He wishes to set up a local portfolio of samples of animation for prospective customers, and is willing to pay for samples, and, if any job offers come about, will put you in touch with the client.

For further details and enquiries, contact Joe on (03) 380 8035.

Beginner's SIG will be run by Andrew Leniart at the next main meting.

New **Games SIG** will finally be forming and meeting at the next main meeting.

Public Domain

CONTENTS OF DISK 431

A68Kex   Twelve examples demonstrating the use of Charlie Gibbs A68K assembler. Over a quarter megabyte of assembly source code. Author: E. Lenz.

AdvTemplates A collection of PD spreadsheet templates for business and law, originally intended for Lotus 123 on IBM PC's. They have been transfered to the Amiga, loaded into Gold Disk's The Advantage, and saved as native Advantage files. Requires Advantage V1.1 or higher. Author: Amiga port by Michal Todorovic.

CheetSheet A compilation of cheats, hints, backdoors, helpful bugs, passwords, codes, solves, and walkthroughs for over 150 Amiga games. January 1st, 1991 edition. Author: Mark Shnayer.

EZAsm   Combines parts of the "C" language with 68000 assembly, giving it the "feel" of a higher level language. Supports all 1.3 functions. Uses braces and "else" like "C". Resulting code is optimized as much as possible. Takes source file you create and outputs a .asm file. Includes example source and executable files. Version 1.31, an update to version 1.3 on disk 421. Binary only. Author: Joe Siebenmann.

CONTENTS OF DISK 432

APalAsm A Programmable Array Logic (PAL) program based on an old MMI Fortran IV program from the 'PAL Handbook' Second Edition and Third Edition by MMI. This Version (1.00) is completely rewritten for Fortran 77. The outputs produced are sent to separate files instead of the screen. There are plenty of example PAL files to test, inspect, or just to learn what PAL's are all about. The Fortran source is included with the instructions to compile using AC/Fortran version 2.3. Author: Bob Metzler.

Badger   Reminder program for your startup-sequence. Badger will open a window and display any important events that are 'due'. Badger will not bother you if there is nothing to report. Events are entered via menu and prompts. This is version 2.01e, an update to the version on disk 365, and includes many new features. Shareware, binary only. Author: George Kerber.

Conquest   Lore of Conquest is a war game similar in concept to the board game Risk. You are the lord of an entire world, destined to rule the galaxy. Some worlds are virgin fruits, ready for you to colonize. Some worlds have natives who do not wish to accept your rule, these you must conquer for they will yield more valuable resources. As you claim the galaxy you will find, you are not the only one extending your dominion. This is a two-player game, so be prepared to defend yourself and take what is yours! Version 1.2, binary only, shareware. Author: Michael Bryant.

FifoDev   FIFO: is like PIPE: but is based on fifo.library rather than its own implementation. Fifo.library is a general fifo library implementation that supports named fifos, writing to a fifo from a hardware exception, multiple readers on a fifo with each getting the same data stream, efficient reading, and automatic or manual flow control. Programs that require non-blocking IO can access one side of a FIFO: connection via the fifo.library instead of the FIFO: device. Includes some source. Author: Matt Dillon.

Reader   A program to scan a word list to locate which words can be made from the letters given. Allows matching of words by length and by giving the letters known, ie. m.t.h for the word MATCH. Great for word games and crosswords. Results output to screen and a RAM: based file. The word list is in ascii and so can be edited if desired. New words can be added and it could be used for different languages if required. Supplied with over 24,200 words (mostly English spellings). Version 1.0, includes source. Author: Gary Brittain.

SBackup   Programmers utility to assist in maintaining old versions of source code. SBackup maintains 2-99 old versions in any location desired. Version 1.00e, binary only. Author: George Kerber.

TMonth   Will execute any program the first time it's executed each month. Very useful, for example, to execute the ATOM-CLOCK program to set your clock each month. Version 1.0f, binary only. Author: George Kerber.

Whence   Will locate any program/file in your current path. Similar to the the UNIX whence command. Version 1.0, binary only. Author: George Kerber.

CONTENTS OF DISK 433

DiskPrint Prints labels for 3.5" disks, primarily for PD library disks. Label data files can be loaded into memory so labels for special disks are available without having to type anything in or without having to wait for AmigaDOS to read in the full directory. This is version 2.3.5, an update to version 2.3e on disk 411. Shareware, binary only. Author: Jan Geissler.

Gwin   GWIN or Graphics WINdow is an integrated collection of graphics routines callable from C. These routines make it easy to create sophisticated graphics programs in the C environment. One line calls give you a custom screen (ten types available), menu items, requestors, text, circles, polygons, etc. GWIN is a two dimensional floating point graphics system with conversion between world and screen coordinates. GWIN includes built in clipping that may be turned off for speed. Use of color and XOR operations are greatly simplified. Many examples of the use of GWIN are included in an examples directory, including a line/bar graph program, geographic mapping program, SPICE 2G.6 graphics post processor, and others. Extensive documentation is included. This is version 1.1, an update to version 1.0 on disk 322, recompiled to be compatible with MANX Aztec C Release 5. Author: Howard C. Anderson.

SysInfo   A program which reports interesting information about the

configuration of your machine, including some speed comparisons with other configurations, versions of the OS software, etc. Version 1.98, an update to version 1.94 on disk 420. Binary only. Author: Nic Wilson.

CONTENTS OF DISK 434

Backup   Backup and Restore allow you to backup any directory tree with optional compression, and later extract all or part of the tree. The protection, date, and file comment are saved with each file. This is version 2.06, an update to version 2.04 on disk 258. Includes source. Author: Matt Dillon.

DynaCADD Part 1 of a two part demo distribution of DynaCADD from Ditek International. DynaCADD is a professional 2D and 3D CAD package. This demo is fully functional except for disabled save and export functions. Requires a system with 68020/68030 and a 68881/68882 math processor. This disk contains all the files necessary to recreate the DynaCADD demo disk number 1. The files for demo disk number 2 can be found on library disk number 435. This is version 1.84, binary only. Author: Ditek International.

GMC   A console handler with command line editing and function key support. GMC provides extended command line editing, function key assignment in four levels, extended command line history, online help for functions in the handler, and an iconify function. Also includes an output buffer (dump to printer and window), filename completer, script function, undo function, prompt beeper, pathname in window title, close gadget for KS 2.0, etc. This is version 9.8, an update to version 9.6 on disk 398. Shareware, binary only. Author: Goetz Mueller.

TypingTutor A simple typing tutor program which measures your typing speed and adjusts the level of difficulty accordingly. Shareware, binary only. Author: William Jordan.

CONTENTS OF DISK 435

DeluxeBeep A little program that uses the exec SetFunction call to play a sound sample of your choice whenever a program calls the Intuition DisplayBeep routine. Includes source and instructions on how to install your own sounds. Author: Jan van den Baard.

DynaCADD Part 2 of a two part demo distribution of DynaCADD from Ditek International. DynaCADD is a professional 2D and 3D CAD package. This demo is fully functional except for disabled save and export functions. Requires a system with 68020/68030 and a 68881/68882 math processor. This disk contains all the files necessary to recreate the DynaCADD demo disk number 2. The files for demo disk number 1 can be found on library disk number 434. This is version 1.84, binary only. Author: Ditek International.

Labeler   A label generation program for Epson compatible printers. Has both English and German versions. This is version 3.0, binary only, shareware, source available from author. Author: Siegfried Rings.

CONTENTS OF DISK 436

AztecArp An Arp interface package fixed to work with Aztec 'C' version 5.0. This is version 1.9, an update to the version on disk 376, and includes a number of bug fixes and a couple of new features (such as vsprintf/ vfprintf/ vprintf-like Arp routines and fixes for Kickstart 2.0). Includes source in 'C' and assembly language. Author: Olaf 'Olsen' Barthel.

BatchRequester A simple program which opens an Arp filerequester and writes the result to an environment variable. Very useful if used in batchfiles. Version 1.1, source code in Oberon. Author: Christoph Teuber.

Berserker Detects and eliminates viruses. Knows all 'popular' viruses and their kin, including the new 'Centurion' and 'Traveling Jack' link viruses. Comes with a resident handler which continually checks memory to prevent virus infection and a utility to fix programs corrupted by the 'Centurion' and 'Traveling Jack' viruses. Version

5.02, an update to the version on disk 355. Contains partial source in assembly. Author: Ralf Thanner.

Input   How to read keyboard input simply and quickly. Includes C source, a sample program, technical discussion, and programming modules that you can "plug in" to your own C programs. Includes source. Author: Timm Martin.

KeyMacro A keyboard macro program, configurable via a text file, that also supports hotkey program execution. You can map up to eight functions to each key, including keys such as cursor keys, the return key, etc. Version 1.8, an update to version 1.6 on disk 398. Includes source. Author: Olaf 'Olsen' Barthel.

LhLib   A shared reentrant Amiga runtime library featuring highly optimized assembly language versions of the LhArc data compression/decompression routines. Compresses faster and more efficiently than any other currently available implementation of the Lzhuf algorithm. Two example applications for data compression/decompression, an interface to the Amiga Oberon Compiler, and documentation how to use the library in your own programs are included. This is version 1.8, binary only. Authors: Holger P. Krekel and Olaf 'Olsen' Barthel.

MemGuard A program similar to MemWatch, which continually checks the low memory vector table for random trashing. Has been optimized and greatly enhanced to support the 68010, 68020, 68030, etc. microprocessors. Unlike MemWatch, MemGuard does not run as task in a dummy loop but rather as a low level interrupt routine which is capable of trapping memory trashing even before exec might know of it, and even while task switching is forbidden. Version IV, an update to version IIIa on disk 354, binary only. Author: Ralf Thanner.

MMB   With MMB, users of 3 button mice under WB 2.0 can use the middle mouse button as a shift key to do multiple selects. Binary only. Author: Garry Glendown.

MT420d   Printer driver for the Mannesmann Tally MT420d. Update to the old version on disk 164. Includes a few bug-fixes. Author: Sascha Wildner.

Zoom   A fast and efficient floppy disk archiving utility based on the data compression/decompression algorithms used by lh.library. Has an Intuition and a Shell interface, fully supports Kickstart 2.0, is able to add texts and notes to archived output files, knows 66 different bootblock viruses, includes a number of compression parameters (such as encryption of the output file) and a lot more. Version 3.10, binary only. Author: Olaf 'Olsen' Barthel.

CONTENTS OF DISK 437

CLIwindow Allows you to manipulate the dimensions of a CLI window. It can be moved, enlarged, or shrunk. This is version 1.00. Includes source in assembly. Author: Roger Fischlin.

Flip   Very small program which replaces the left-Amiga-N and M commands with screen and window flipping commands. It's an excellent example of how to use PC-relative addressing within input handlers. Version 2.0, includes a technical discussion and source in C and assembly. Author: Mike Monaco and Timm Martin.

FMouse   A mouse pointer accelerator, similar to Matt Dillon's DMouse. Includes a screen blanker and "hot keys". This is version 1.01. Includes source in assembly. Author: Roger Fischlin.

PatchCompiler A program to generate patches using a Pascal like language to describe what needs to be patched. This is version 1.0. Includes source in assembly. Author: Roger Fischlin.

WaitAnyKey A CLI command which will wait until the user presses any key. Useful for batch files, to pause until any key is struck. Version 1.00, includes source in assembly. Author: Roger Fischlin.

CONTENTS OF DISK 438

GadgetED A program for creating and editing intuition gadgets. Includes a palette editor, generation of either C or assembly source, and binary saving for later loading and editing. Version 2.0, includes source. Author: Jan van den Baard.

MenuC A menu and gadget compiler. Takes a simple ascii file describing menues and gadgets and creates the appropriate IntuiText structures needed to actually create working menues and gadgets, in either C or assembly source. This is version 0.8, binary only. Author: Bruce Mackey.

ToolLib A shared library containing 45 useful functions for all kinds of programs. There are functions for ports, sorting, gadgets, memory, string, directory and file handling, etc. Version 7.6, includes source. Author: Jan van den Baard.

CONTENTS OF DISK 439

AIBB Amiga Intuition Based Benchmarks is a program designed to test various aspects of CPU performance using a full intuition interface. Tests include "WritePixel", Sieve, Sort, Savage, Dhrystone, and Matrix. Version 2.0, binary only. Author: LaMonte Koop.

Curses A link library containing many of the terminal independant standard "curses" functions. Designed primarily for those interested in porting UNIX screen based programs to the Amiga. Version 1.22, an update to version 1.10 on disk 391. Includes source and examples. Author: Simon John Raybould.

DeluxeChanger Converts binary files to assembler, basic, or C source code data initialization statements. It is useful to add graphics or sound samples to programs as initialized data. Version 1.0, includes source in assembler. Author: Andreas Ropke.

HDClick A program selector, typically installed in the startup sequence as the first command. Has user defined gadgets, a configuration file, an iconify function, and works with both NTSC and PAL systems. This is version 1.21, binary only. Author: Claude Mueller.

M2Utils Various source modules for Benchmark Modula-2. Includes ColorReq, an interface to the Dissidents color.library; IFFLib, an interface to Christian Webers iff.library; and ARP, an interface to ARP V1.3. Author: Sascha Wildner.

CONTENTS OF DISK 440

3DPlot A 3D function plotting program that does hidden line, solid, or contour plots of equations of the form Z=F(X,Y). You can scale the plot, set plot limits, change rotation, etc. Can save and load the plots themselves, as well as the data. Version 2.0, includes source. Author: Randy Finch.

DMake Matt's version of the UNIX make utility. Features multiple dependancies, wildcard support, and more. This is version 1.0, an update to version 1.0 on disk 246, but now includes source./Author: Matt Dillion.

MegaD Yet another disk utility program for the Amiga. This one allows an unlimited number of directories to be accessed simultaneously. Version 1.01, shareware, binary only. Author: John L. Jones.

CONTENTS OF DISK 441

Deksid A disk and file hexadecimal editor. Useful for editing binary files. Version 1.10, shareware, binary only. Author: Christian Warren, Marc Dionne

DiskPrint Prints labels for 3.5" disks, primarily for PD library disks. Label data files can be loaded into memory so labels for special disks are available without having to type anything in or without having to wait for AmigaDOS to read in the full directory. This is version 2.3.5b, an update to version 2.3.5 on disk 433, and fixes a minor problem with some printers. Shareware, binary only. Author: Jan Geissler

Dme Version 1.42 of Matt's text editor. Dme is a simple WYSIWYG editor designed for programmers. It is not a WYSIWYG word processor in the traditional sense. Features include arbitrary key mapping, fast scrolling, title-line statistics multiple windows, and ability to iconify windows. Update to version 1.38 on disk number 284, includes source. Author: Matt Dillon

CONTENTS OF DISK 442

ToolManager With ToolManager you can add your own programs to the tools menu of the 2.0 Workbench. Requires Workbench 2.0. Version 1.2, includes source. Author: Stefan B.

UUCP An implementation of uucp for the Amiga, including mail and news. This is Matt's version for the Amiga, based on William Loftus's Amiga UUCP 0.40 release with news code from his 0.60 release, and months of work by Matt to make fixes and add enhancements. This is version 1.08D, an update to version 1.06D on disk 360, and consists of three parts. Parts 1 and 2 are on this disk, and part 3 is on disk 443. Includes source. Author: Various, major enhancements by Matt Dillon

CONTENTS OF DISK 443

DICE Dillon's Integrated C Enviroment. A C frontend, pre-processor, C compiler, assembler, linker, and support libraries. Features include ANSI compatibility, many code optimizations, and autoinit routines (user routines called during startup before main is called). This is version 2.06.14, an update to version 2.02 on disk 359. Shareware, binary only. Author: Matthew Dillon

UUCP An implementation of uucp for the Amiga, including mail and news. This is Matt's version for the Amiga, based on William Loftus's Amiga UUCP 0.40 release with news code from his 0.60 release, and months of work by Matt to make fixes and add enhancements. This is version 1.08D, an update to version 1.06D on disk 360, and consists of three parts. Parts 1 and 2 are on disk 442, and part 3 is on this disk. Includes source. Author: Various, major enhancements by Matt Dillon

CONTENTS OF DISK 444

ChinaChallenge A game similar to Shanghai or Mahjong. The goal is to remove all parts of the pile, the so called Dragon, step by step. This dragon is composed of 120 different game pieces. You can always find four pieces displaying the same picture or chinese symbols. This is version II, an update to the version on disk 312. Changes include some bug fixes, unlimited undo, saving and loading of games, background music, title screen, etc. Binary only. Author: Dirk Hoffmann

EliteBBS An online message and file handling system. Features include a message base, private mail, file library, support for xmodem, ymodem, and zmodem, fully buffered serial I/O routines for top speed, time limits, and more. Version V.31, binary only. Author: Nick Smith

MissileCmd A fast Missile Command game written in assembly. Features include using a hires interlaced screen, time based events for correct operation on any speed Amiga, multitasking friendly, and sound effects. Binary only. Author: Max Bithead

RegExpLib Shared library that implements regular expression pattern matching. Version 1.0, binary only. Author: Stephen Moehle

UltraF-4 Demo version of a super graphic based floppy format program that can format four floppy disks at the same time and even format disks that other programs give up on. Binary only. Author: Terry Bullard and Signa Bullard

CONTENTS OF DISK 445

MWTape A tape handler which uses scsi.device to implement serial access to typical streaming tape devices. Includes source. Author: Markus Wandel

OptMouse A program which allows you to use a Mouse Systems M3

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serial mouse on the Amiga and instructions which allow a serial mouse to be modified to plug directly into the Amiga mouse port. Useful as an example of how to "fake" mouse movements and may be of use in writing drivers for digitizers, light pens, and the like. Includes source. Author: Ed Hanway

Tar A port of a UNIX tar clone that can work with the TAPE: handler (also on this disk) to read and write UNIX tar compatible tapes. Includes source. Author: John Gilmore, FSF, Jonathan Hue, et. al.

TurboText An almost fully operational demonstration copy of a new sophisticated text editor for the Amiga. Features many unique capabilities including an impressive ARexx interface with over 140 commands available, full outlining abilities, clipboard support, complete reconfigurability, recorded macros, programmer's calculator, emulations of many popular text editors, and much more. This demo version does not allow saving or printing of documents and limits the size of cut and paste operations. Version 1.0, binary only. Author: Martin Taillefer

UUCP A bug fix for UUCP 1.08 released on disks 442 and 443, which had already been finalized at the time this fix reached me so could not be included there. Fixes a serious bug in uucico. Author: Matt Dillon

CONTENTS OF DISK 446

CanonBJ A printer driver for the Canon BJ series of printers. Faster and supports more graphic and text modes than the standard Commodore driver. Shareware, binary only. Author: Wolf Faust

GamePort A toolkit with link time and shared libraries that allow easy access to the GamePort device. Includes examples and test programs. Version 1.1, binary only. Author: Paris Bingham

Input A toolkit with link time and shared libraries that allow easy access to the Input device. Includes examples and test programs. Version 1.1, binary only. Author: Paris Bingham

PointerLib A disk based shared library which provides programmers with easy access to custom pointers and a consistent user selected busy pointer. Includes source. Author: Luke Wood

Post An excellent PostScript interpreter for the Amiga which implements the full Adobe language. Supports type 1 and type 3 fonts, screen output, file output, and printer output. Requires Arp library V39+ and ConMan V1.3+. This is version 1.4, an update to version 1.3 on disk 408. Includes source in C. Author: Adrian Aylward

CONTENTS OF DISK 447

AmiBack Demo version of a new backup utility. Features include backup to any AmigaDOS compatible device (such as floppies, removable hard disks, fixed media hard disk, and tape drives), no copy protection, configuration files, complete backups, incremental backups, selective backups, file exclusion filter, setting of archive bit, etc. Demo version does not have restore, compare, or scheduler. Version 1.0, binary only, requires AmigaDOS 2.0. Author: MoonLighter Software

BackPac Demo version of a new backup program. Features include intuition interface, data compression, 907K written per floppy, full and incremental backups, full or selected restores, inclusion/exclusion patterns, user defined config files, multitasking friendly. Version 1.3, binary only. Author: Canadian Prototype Replicas

DFC Disk Format and Copy program. A nice, general purpose, disk formatter and copier. This is version 5, an update to the version on disk 131. Includes source. Author: Tom Rokicki and Sebastiano Vigna

FlashBack Demo version of a new backup utility. Fully functional version except for the restore operation. Features include backup of

HELP !

The AUG committee is seeking assistance from members (or friends) with PRINTING facilities.

A significant amount of club funds is spent each year on printing, items such as flyers to promote AUG, letters to members, membership forms and of course our monthly Workbench newsletter. We would obviously like to reduce our costs in this area.

If anyone has contacts in the printing industry or can assist in any way please contact : Lester McClure 803 5664 AH.

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multiple partitions in one pass, backup of non-AmigaDOS partitions, backup to a file, automated unattended backups, pattern matching, and streaming tape support. Version 2.05, binary only. Author: Leon Frenkel, Advanced Storage Systems

SMan   A Mandelbrot generation program. Uses the mouse to select regions within borders of the Mandelbrot set to zoom up to magnifications of 10**19. Includes math coprocessor support and options to save images as an IFF file. Shows example of assembly programming of extended precision for the 68881. Includes source. Author: David McKinstry

TCL   Port of Tool Command Language, a simple textual language intended primarily for issuing commands to interactive programs such as text editors, debuggers, illustrators, shells, etc. It has a simple syntax and is programmable so TCL users can write command procedures to provide more powerful commands than those in the built in set. Alpha 2 version, binary only. Author: Dr. John Ousterhout, Amiga port by Hackercorp

CONTENTS OF DISK 448

AmigaPet   Another cute screen hack. Version 2.52b, binary only, source available from author. Author: Patrick Evans

FifoDev   FIFO: is like PIPE: but is based on fifo.library rather than its own implementation. Fifo.library is a general fifo library implementation that supports named fifos, writing to a fifo from a hardware exception, multiple readers on a fifo with each getting the same data stream, efficient reading, and automatic or manual flow control. Programs that require non-blocking IO can access one side of a FIFO: connection via the fifo.library instead of the FIFO: device. Version 2, an update to version on disk 432. Includes some source. Author: Matt Dillon

Mkid   A program identifier database package that provides a logical extension to "ctags". The ID facility stores the locations for all uses of identifers, preprocessor names, and numbers (in decimal, octal, or hex). Includes source. Author: Greg McGary, Amiga port by

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Randell Jesup

NightMare   A handy little program that uses "shock" techniques to scare people. Fun to watch while someone else is using your computer. Version 1.0, binary only, source available from author. Author: Patrick Evans

OnTime   Holds up a task until a given time and then releases it to run. Version 1.0a, binary only, source available from author. Author: Patrick Evans

PicToANSI   Converts a one bit plane 320x200 IFF picture to a file that displays the picture on any ANSI compatible terminal. Binary only, source available from author. Author: Patrick Evans

SolitaireX   A solitaire game. Features include all possible moves shown with a pulsing green box around the card, reshuffle, unlimited undo, and tournament mode. Binary only. Author: Stephen Orr, Gregory M. Stelmack

ST2Amiga   A program to convert Atari ST format relocatable executables to Amiga format relocatable executables, for subsequent loading into the ReSource disassembler and conversion to Amiga. ST2Amiga should also compile and run on an ST. Version 1.1, includes C source. Author: David Campbell

Swish   A small simple screen hack that pushes the screen around using the view port, and simulates a floating motion. Binary only, source available from author. Author: Patrick Evans

CONTENTS OF DISK 449

Globulus   Demo version of a new arcade game that is reminiscent of the old Q-bert game. You control a cute little character and hop him around pathways in a diagonal kind of world, while trying to avoid bad things and catch good things. Binary only. Author: Innerprise

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CAR POOL

Do YOU have difficulty getting to the Burwood meeting of AUG each month ? Or perhaps you travel alone and would be prepared to offer another AUG member a lift - if only you new where they lived !

BEN BARROWS has offered to set up a car-pool so if you can help or if you need a lift to Burwood meetings ring him on 888 8608 A.H.

Handshake   A full featured VT52/VT100/VT102/VT220 terminal emulator. The author has taken great pains to support the full VT102 spec. Supports ANSI colors, screen capture, XPR external protocols, user selectable fonts, ARexx, and more. This is version 2.20c, an update to version 2.12a on disk number 172. Binary only, shareware. Author: Eric Haberfellner

Iff2Ansi   Turns any two-color low-res IFF picture into ANSI text that can be displayed on any ANSI compatible terminal. This is version 0.1, includes source in assembly. Author: Carnivore/BeerMacht

Shazam   A picture viewer for Dynamic HiRes images created with Macro Paint, the 4096 color high resolution paint program from Lake Forest Logic. Version 1.1, includes two sample Dynamic HiRes images and source for display program. Author: Lake Forest Logic

WonderSound   Wondersound is an additive harmonic instrument design tool with a separate envelope design window and 16 relative harmonic strength and phase angle controls. Version 1.7, an update to version 1.6 on disk 428. Binary only. Author: Jeffrey Harrington

CONTENTS OF DISK 450

AmyVsWalker   Another cute animation from Eric Schwartz. This one has Amy the Squirrel attempting to take a wrench to the a "Walker" from "The Empire Strikes Back". Author: Eric Schwartz

MinRexx   A simple ARexx interface which can be easily patched into almost any program. Includes as an example the freedraw program from disk number 1. This is version 0.4, an update to the version on disk 188. Includes source. Author: Tomas Rokicki

TabuQuarter   inch cartridge (QIC) tape backup utility. Works with Microbotics HardFrame. May work with other controllers as well (untested). Includes source. Author: Roy C. Sigsbey

UUCP   A bug fix for UUCP 1.08 released on disks 442 and 443, which had already been finalized at the time this fix reached me so could not be included there. Includes a new getty and some bug fixes. Author: Matt Dillon

ART & MUSIC SIGS.

Thanks to Geoff Wood for hosting the 11th Art SIG on 19th March. The next meeting will be held at Keysborough, commencing at 7.30 pm Tuesday, 23rd April.

Members wishing to attend should advise Norm Christian on 798-6552. If you have any artwork or programs you wish to show, please bring them along.

A sufficient number of members have now expressed interest, and the first of a new series of Music SIGS will be held at Keysborough, commencing at 7.30 pm on Monday, 22nd April.

Computer is a 1 meg 500. Instruments available are a Technics EX60 organ, Yamaha PSR4500 keyboard, Yamaha EMQ1 Disk Recorder, and Yamaha EMT1 Sound Expander.

Members are welcome to bring their own hardware/software, programs, music files, etc. Don't worry if you are a beginner - help is available. Please advise Norm on 798-6552 if you wish to attend.

NWAUG NWAUG NWAUG NWAUG

North West Amiga Users Group

A Geographical Special Interest Group (SIG) of AUG.

Meetings held every 2nd Wednesday at 7:30 pm in Rooms 19 & 20, 1st Floor, Essendon Community Centre Cnr Mt. Alexander & Pascoe Vale Rds Moonee Ponds 3039

For upcoming dates call NWAUG committee

All AUG members are NWAUG members Meeting entrance fee of $1 covers room hire/coffee/biscuits.

NWAUG - A Multitasking SIG of AUG See YOU at a meeting soon.

NWAUG NWAUG NWAUG NWAUG

Amiga Users Group Phone Listings
Amiga Help-Network

The following is a list of AUG members who have volunteered to share their knowledge/experiences with others. If you also want to help and have your name listed here please contact Con Kolivas (484 1339 AH). The names are not listed in any order of priority and the format may change in future listings. Please keep contacts to reasonable hours (6 to 9 pm unless otherwise mentioned) and remember one very important basis of this service - they are volunteers...

Name	Phone	Topic
Neville Sleep	- 546 0633-	AmigaBasic (beginner level)
Rudy Kohut	- 807 3911-	AmigaBasic (intermediate) Introduction to the Amiga
John Elston	- 375 4142-	AmigaBasic (advanced)
Alan Garner	- 879 2683-	AmigaBasic, A/C Basic
Mal Woods	- 888 8129-	C(Introductory), Professional Page
Andrew Gelme	- 645 1744-	C (advanced) - AZTEC
Eric Salter	- 853 9117-	C (advanced) - LATTICE, TeX
Norm Christian	- 798 6552-	Amiga Art, Music
Neil Rutledge	- 597 0928-	Music, Audio Sampling, MIDI
Russ Lorback	- 756 6640-	Excellence!, Superbase Professional (Beg-Int) After 9:30 pm
George Wahr	- 376 6180-	Superbase, Bridgeboard
Bill Jordan	- 417 3521-	Amiga BASIC, A/C + AMOS BASIC
Lester McClure	- 803 5664-	Lucas/Frances - A1000 32 bit processor system.
Joe Santamaria	- 383 3509-	Graphic arts - DPaint, Sculpt etc.

The *Workbench* Editorial Subcommittee

The following is a list of AUG members who have volunteered to help you in the area of article writing for the *Workbench* journal and are topic-specific helpers. You can also help by adding your name to this list.

Name	Phone	Topic
Nikolai Kingsley	- 772 8472-	CLI & Shell utilities, Programming
Jim Berry	-807 7321-	General Interest Articles
Norm Christian	-798 6552-	Art & Music Articles
Rob Pemberton	- 571 4579-	Beginner-Level Articles
Ben Barrows	- 888 8608-	Humorous Articles
Rod Paterson	- 889 2793-	Scientific interest Articles.
Daryl Hutchins	- 870 6284-	Will Re-Type articles (10am - 3pm)

The Amiga Users Group Committee

When in real doubt, or you have an enquiry, ask a member of the committee, obviously the most relevant one you can think of. If you want to see your name here, you'll have to be nominated at the Annual General Meeting.

Role	Phone	Name	Suburb
Co-Ordinator	- 853 9117-	Eric Salter	Kew
Ass. Co-Ord	- 803 5664-	Lester McClure	Mt. Waverley
Meeting Chair	- 808 0551-	Arnold Robbins	Box Hill South
Secretary	- 879 2683-	Alan Garner	Ringwood
Treasurer	- 546 0633-	Nevile Sleep	Springvale
Membership	- 850 9250-	Peter Barton	Templestowe
Purchasing	- 585 0202-	Russell Porteous	Cheltenham
Book Library	- 824 7026-	Ross Johnson	Malvern
Disk Library	N/A-	David Marks	N/A
Editor	- 484 1339-	Con Kolivas	Thornbury
Committee	- 359 3930-	Bob Laidlaw	Fawkner
	- 489 1584-	Hugh Leslie	Clifton Hill
(Public Officer)	- 527 2594-	Chris Tremelling	St. Kilda East
	- 376 6180-	George Wahr	Kensington

NWAUG Committee (PO Box 25, Coburg 3058)

Role	Phone	Name
Co-ordinator	- 484 5934-	Kerrie Millar
Ass. Co-ordinator	- 379 7960-	Tony Prowse
Meeting Chair	- 376 6180-	George Wahr
Treasurer/Memb.	- 350 3601-	Paul Pritsis
General	- 489 1584-	Hugh Leslie
	- 484 3909-	Greg Rowburg
	- 383 4905-	Simon Shead
(BBS SysOp)	- 376 4378-	Gary Gajic
PD Library	- 380 5588-	Alan Cheng
Book Library	- 439 6283-	Darrel Butcher

AUG meets on the third Sunday of each month

Victoria College
Burwood Campus

We are here
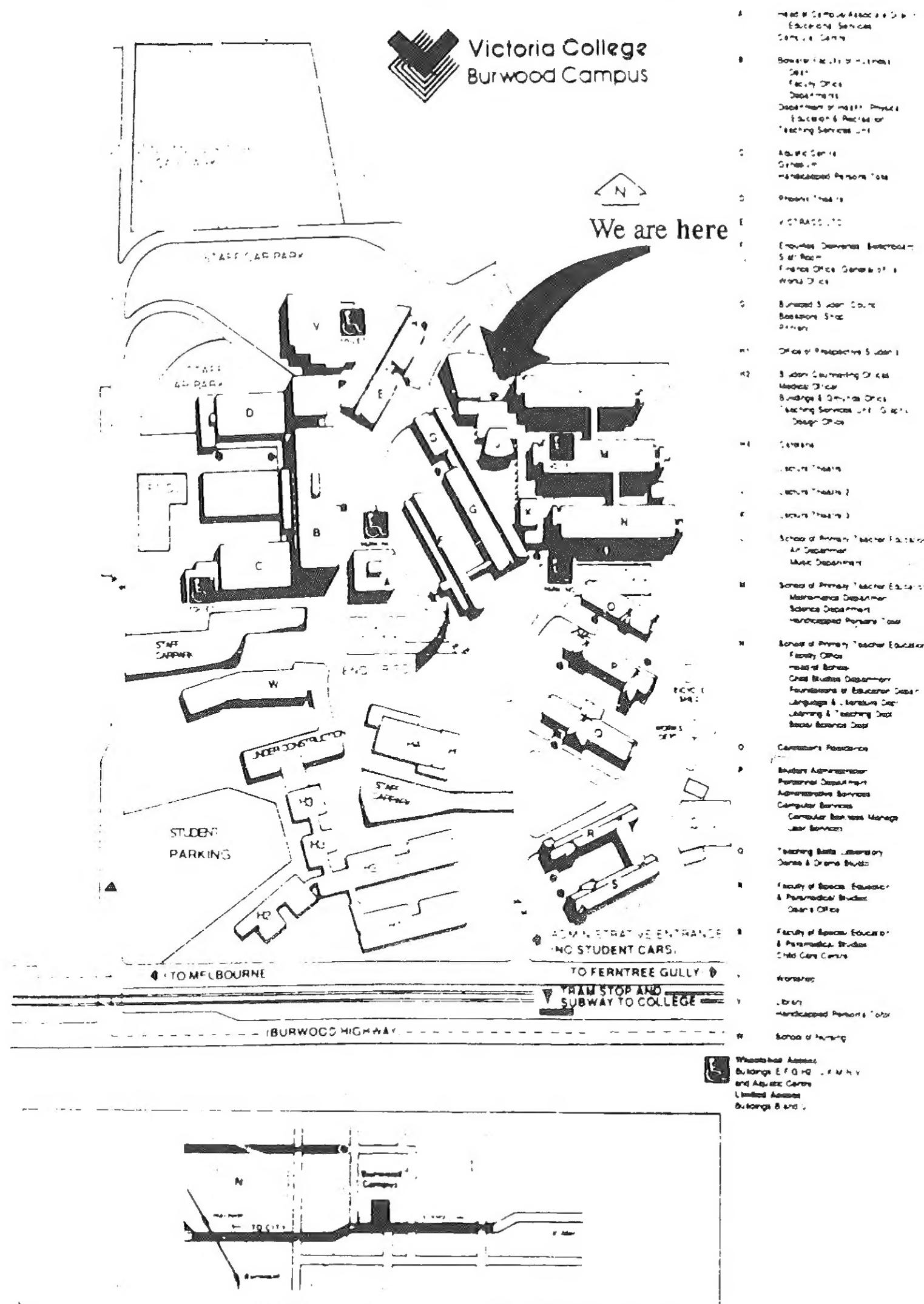
Where is Victoria College, Burwood Campus?

Melways Map 61 reference B5.

People often have difficulty locating our meeting place the first few times. Victoria College is on the North side of Burwood Highway, Burwood, just East of Elgar road. Coming from the City along Burwood Highway, turn left at the first set of traffic lights after Elgar road. Follow the road around past the football oval, over five traffic bumps to the car parking area near the netball courts. Further up the road, to the right, you'll find Lecture Theatre 2.